Water Fractise Starting Fosition - Inter shallow pool openinge mouth raised sufficiently & clear surface. Ex. 4. application of Breath Control 1. Practice preceding ex. with eyes open til fea of surlaneigning face oucecome. 2. Increase holding breath 2 30 sec. Faulto -1. mouth opened, - water swallowed. 2 accidently inhaling - Choking, water in air-passages Mucking the Breakers. 1. Voins todo, couples, lines or circle 2. George several times in place, when imaginary hour Comes, duck under. 3. after wave passed, rise ? surface w joined hoto. Diving For Objects. 1. Counting others fingers under water 2. during for coins, etc. Mader - Water 1 ag. 1. May be several player it. 2. avoid it player must duck his head under nates 3. Tearing to Beathe Correctly 1. Repeated inhalations theo' mouth & forable exhalations this nove. I This prevents choking & safeguard agin since I Hornal breathing inhibited this fear. the Thurst be regular and easy. I tractise until natural and rhythmical.

Home tractise -Starting Position - Right side of face in water & look to side. hower top of head & till Chin upward, raise mouth to clear surface. anhale - eshale :-1. Wrealde in this then close. 2. Submergl face to cover now, mouth, eyes at water surface I look straight alead. 3. Forcebly extile most of air this' nose, thereby blowing bubbles. 4. Tun head, exhale remaining air forcibly this noe! 3. Mepelat. - 5 - 50 times Water Fractise 1. Fractise preceding ex in shallow area of pool. 2. Thoulders submerged. 3. Hims resting on water or To Hando holding railing or steps. 1. By inhaling this nose bable to choke . Correct by taking quick, deep gasp of air this' mouth. 2. Charling jerry take in water. 3. Failing to completely exhale impure air 54 taking another create causes fatigue ? reachts in Choked ifeeling 4. Face Submerged & loating and Regaining ST. Position. Theory of Floating. - Busy any ability to float. 2 opposing forces acting upon floating body at rest. to test power take deep breath & assume face sut merged floating position (or duck lead and grosps ankles) If entire body goes & stays under - cont float. Peisons prosessing triogency should attempt f- 5- floating

Regaining Standing Gosition from Face. Outmerged Floating. 1. Slifficult to regain if ift. of sottom. 2. Know correct method to avoid struggle & choking 3. Oly - 2 change Sody from - to 1. 4. Dend kness - Telpo assume semi- sitt. poo. I Amo brought & sides. 6. Straighter legs & place feet for apail on sollow ques feeling of steadiness and greater security 7. Alowly raise Lead, avoid throwing back. Progressive Heps (of above) are:-" Carefully stridy assegnment. 2. Analysis for regaining standing position, land practice (A) SI about pool or in water 3. application of this exercise, in water. A) Float face submerged, then get up. (b) If difficulty experienced, review each step slowly, practise with a partner or place the Jungers lightly in contact with railing or steps. Land Fractise Starting Vos: - ST. raise arms to 1 po. lock thumbs. Bend ford & place I food 2 rear Lower tead Strucen extended arms Count I - knees up. " - feet replace. " " head up. Water Fractice Starting Pos: Rest Los upon partners, whose R 10" blow surface. assume 7-5 floating poo by a meiging shilds & relaxing A's, extend I's I rear til toes R in contact with sottom. Alightly raise leg.

Floar-! Weep inhalation this' mouth 2. Duck head quick til chin touches chart. 3. Euch of w supporting fr. T. Junishing wh's calender near aface 5 body relaced - correct floating poo. Drand: 1. Regain of poo . Ed. kno til touch chest. 2. Allemps while floating face sulmerged or has a rail. 3. Arms down to side of B. - Kno pleased. 4. Place fr. on bottom - slowly raise head. Faulto -1. Not taking deep breach 64 submerging H. decreases bury. 2. Face fload w ft. raised with ft. 3. Not relaxing H 5. 4. Starting by jump. 5. Regain 51. poo. by just using H. Face Suhmerged Floating Competition. 1. At signal 200 more teams ploat 5- 5m (or graspank) for mine 2. ' cam wins wild greatest no. floating. Oliving Through arches. 1. louples in ab. line or facing 2. No 1. formed anches by join. hado or spread. fx. 3. " 2. duck N's blueam A's - look thombe 4. al signal 25 push from bottom & dive under arches 5. 15 assist if necessary 6. Others have turn. 7. Naied - diving for objects, etc.

5. Hoating and Regaining Tanding Vosition. Value of Floating - A person may save his life through the ability to float or swin! Unouledge of floating resto a tried swimmer. . .. . useful in deep water. " " when Goad capsings. When frightened or fatigued, flow, tread water or swim on the back! Regaining SI. O. from Back I loating. 1. Cannot change & ST. while body extended. 2. Marked food bend, relex & sink hips. 3. A. brought fud over for relaxing B. 4. Scooping A's fund. & That fr. apair on bottom. Progression And Fractice. D'acting Tos: - ST. B. bkwd. - raise As - will palms down . I for find - toes touch floor . lound 1. - Kness up. " 2. Head find. . 4. Feet replace. s. Head up. 6. Changing Body Positions. From Face to Back. 1. ST. in shallow water , body enclosed , salmerge shelds A front -, polms realing on water. 2. LT. A pull & B. turn et .- pull 4 A this' water & aide & quickly continue finishing w A's in Side po. At sold lowers while st. A. at side. Quick H. & B. tun & CY. 3. Start - face som flooting po. 4. Jame as 2: - think Bute I., turn ex:

Change from Back & Face. R. A. swing a body turn Lt. Forcibly swing R. It over surface & swing 4 A 6k & lower -ly Sild. Bruckly turn H & B It. & finish w 2 A Long. tace & Right dide Jace LA & side & tuen HYBL. At remains in Start poo. Back & Right Side h. A & side & tuen to night. Swining for Children Interest and response necessary for children before teaching by relating interesting & family stories. Initiative & comage developed by initiative story plays 1. Overcomes sears - breath control. breathing. 2. Slog Vaddle 3. Sculling - sofety value when frightened. 4. deal Stroke. 5. Freliminary Crawl. 6. Showl- either directly or via side stroke. 1. Bobbing Seals. - seals come up for air, float glide or dove. 2. Rog paddle. 3. Thinnow (sculling) stroke. 1. Seal Stroke 475

Cawl Stroke. Sheffield. Roodinated Stroke Analysis: The Coordination of crawl consists of the combination of A. Y L. movements sacrding to Cts. 1+2. Count I. Inhale while you pull R. A, recover over ex. A crawl kick Count I - Exhale while pull L. A, recover over N. A. crawl Rick. Extend body with back slightly anched, eyes above senface, heels just under minimize body well. Relaxation during recovery Execute 6- 8-10-01/2 crawl & beats 2 lai complete A. movement.

Durning Analyzed. Tertrude For. Deginning Sturming: 1. Climinating Fear of water. 1. Absolute confidence in teacher. 2. Join Kdo, jp up & down, submerge solds then head. 3. In line work guickly to other side of pool. 4. Vick up olys. 4. See who first. 5. In 2's join has & look at each other under water 2. Beatling and Relaxation. 1. ant breathe 6 come tence. 2. In this' moved, out this' noce. Ways of leaching this :-1. Students in water facing Teacher Practice breathing maqueter 2. Practice & solds under face in to exhale. 3. hook for Subsles around H. If Can't see - holding breath 4. Suggest deep sigh when exhaling. b. . Sreathing out both nose & mouth. 6. Fractise opening eyes under & breathing out. (A) Join hands, go under, look steach offer I breathe out. B) Have in water, open eyes, count tols. Vemple Shallow Water Lames: -1. Vicking Up Objects - 4 objecace. 2. Cap Tag - "I" - avoid it cap under. 3. Thosp Anko & race 2 see who can walk failled. 4. No. cricle. Throw obj & call no. No. called get obj from bottom 5. Ball Tag - 24" has ball. Tries to his others 6. A Tistle Tag - all blindfold but I wie white . Catch one with which 7. Couple Tag - Dr 10. Cath others would letting go. 8. Click Up - 2 teams. 25 obj. Dive & see which team 477

Kelanation Imp. Thade & realye water will hold Them up. 111 Face Floar and Stand. 1. To floor Asy h's motionless - Body relaxed. 2. St. B agin' side of pool . I ft. flat agin' wall . En. St. 1 ft. on bottom, A. extens. gurd. Ihlds. under. 3. Take breath, bd. furd. & same time bring for from bottom to wall, push off with 2 ft. from side, face 4. Breithe out slowly. Asi L's Still & extender. B. relaxed. 5. Flide as far as possible with Rigs open Stand from Face Fload 1. Bring Foro. to chest, straighter, place for bottom. 2. Same time pull A's down hard to side. 1. hift body up & drop down on water instead of pushing of. 2. Rigis A's + L's. 3. Failure & relax. To Back Float and Stand.

1 IV Back Float & Stand. 1. ST. in shallow end. A's horiz as in float. poo. 2. Bd 1 km to chest, bd upper B from hips, H. down. 3. Same time A's nove from hoir pos. to sides, y w palm leading, forcibly scoop water, raising It's in front of B & placing ft. on bottom. 7. Work in pair helps. - SI. behind & keep Hyrom under 3. The other raises AS 2 horiz . ado kno so shedo under hopo sk. easily giving slight persh from bottom w 2 ft. 6. DR. arched slightly B relaxed, lung filled w. Air I Change of Body Fositions. I Face To Back. 1. Push of easily from side in face float. 2. Extend A's + L's - face in water. 3. Vall L. a. down & side, pushing wat away. 4. at same time turn H. & Shla & ht, & move 2 A's to hoiz. pos. I float on Bk. 7 13. -9---Breathing on the Ium -1. Hold breath while turning. 2. We have turn completed, breakle out this none by laking another heath. Revent fasibly of choking.